

Faculty of Engineering & Technology

Graphic & Visual Skills 1

Information :

Course Code : ARC 231

Level : Undergraduate

Course Hours : 3.00- Hours

Department : Department of Architectural Engineering

Instructor Information :

Title	Name	Office hours
Lecturer	Amr Abdalla Salem Bagneid	1
Lecturer	Mohamed Eladly Adely Mohamed Eladly	4
Assistant Lecturer	SOFIA AYAD ESKANDER DAWOUD	2
Teaching Assistant	Amir Bahgat Abd El Azem Ebrahim Eltantawy	
Teaching Assistant	AYA TAREK IBRAHEM ABDELHADY AHMED	2

Area Of Study :

The aims of this course are to:

- Build the student's knowledge regarding the visual design elements and theories.
- Train the student to visualize and represent 2D and 3D compositions.
- Train the student to use free hand sketching skills.
- Train the student how to percept forms and compositions

Description :

The course introduces various drawing principles and artistic techniques: Pencil techniques, Pen and ink, Colors and Materials, Scale and composition, Foreground, Middle and background, Sketching architectural elements and landscapes.

Course outcomes :

a. Knowledge and Understanding: :

1 -	Define the term "Design" as process and product.
2 -	Identify the different types of arts.
3 -	Identify the "Basic ingredients"
4 -	Identify the "Drawing process"(seeing, imagining and representing).
5 -	Identify the gestalt theory of perception.
6 -	Define the term "Drawing".
7 -	Identify the "Multi-view drawings".
8 -	Identify "Space and Depth"
9 -	Identify "Entourage".
10 -	Identify the purposes of the drawing from observation.
11 -	Identify the "Basic concepts "of light, shade and shadow.

12 -	Learn how to draw and to use drawing effectively as an instrument in design.
b. Intellectual Skills: :	
1 -	Use drawing as a cognitive process that involves perceptive seeing and visual thinking.
2 -	Analyze shapes and forms depending on proportions, ratios, positions and relation-ships.
3 -	Evaluate, analyzing drawings from the visual point of view.
4 -	Justify decisions about choices of appropriate drawing techniques, media relevant to design stages.
5 -	Explore new drawing techniques and methods.
6 -	Use relevant appropriate terms to discuss the fundamentals of visual arts.
c. Professional and Practical Skills: :	
1 -	Sketch freehand from observation, by pencils, ink pens and felt-tipped pens.
2 -	Inscribe lines and laying down tonal values.
3 -	Relate, draw and delineate the architectural orthogonal Multiview of simple small architectural projects.
d. General and Transferable Skills: :	
1 -	Use graphical means to communicate effectively.

Course Topic And Contents :			
Topic	No. of hours	Lecture	Tutorial / Practical
Introduction and course orientation	4	2	2
Pencil techniques- Values . Creating space and volume	4	2	2
Ink techniques- Values . Creating space and volume	4	2	2
Landscape drawings and entourage (pencil-ink)	8	4	4
Pencil / ink Art work and silent nature	8	4	4
Pencil colors techniques + Art work + Architectural Drawings	8	4	4
watercolors techniques + Art work + Architectural Drawings	8	4	4
Patterns/ optical illusion	8	4	4
Collective art work project	8	4	4

Teaching And Learning Methodologies :
Lecture
Physical Maquette
Assignment
Class Work

Course Assessment :			
Methods of assessment	Relative weight %	Week No	Assess What
Assignments/Studio work	40.00		
Final exam :	40.00		
Final project	10.00		
Participation	10.00		

Course Notes :

"Students should take notes throughout the lectures
"Some sketches and drawings is handed out

Recommended books :

- a) Francis, D. K. Ching with Steven. Design Drawing, second edition. Johnwiley, Hoboken, New Jersey.
- b) Laurie Schneider Adams. (2004). A history Of Western Art. Fourth edition MC Graw Hill publications. Publisher: Lyn uhl Mark Getlein.
- c) Living with Art. (Seven edition) publisher. Lyn uhl Mark Getlein.

Periodicals :

"The elements of design
"Colors wheel

Web Sites :

—